local area network (LAN) or the Internet. Additionally, an input interface **130** can be configured to receive input from another device through a direct connection, such as a USB or an IEEE 1394 connection.

[0028] Further, an output interface **135** can be configured to couple the media client **100** to one or more external devices, including a television, a monitor, an audio receiver, and one or more speakers. For example, the output interface **135** can include one or more of an optical audio interface, an RCA connector interface, a component video interface, and a High-Definition Multimedia Interface (HDMI). The output interface **135** also can be configured to provide one signal, such as an audio stream, to a first device and another signal, such as a video stream, to a second device. Further, a memory **140**, such as a random access memory (RAM) and/or a read-only memory (ROM) also can be included in the media client **100**. As with the storage device **110**, a plurality of types of information, including configuration data and operating instructions, can be stored in the memory **140**.

[0029] Additionally, the media client **100** can include a remote control interface **145** that can be configured to receive commands from one or more remote control devices (not pictured). The remote control interface **145** can receive the commands through wireless signals, such as infrared and radio frequency signals. The received commands can be utilized, such as by the processor **105**, to control media playback or to configure the media client **100**. In an implementation, the media client **100** can be configured to receive commands from a user through a touch screen interface. The media client **100** also can be configured to receive commands through one or more other input devices, including a keyboard, a keypad, a touch pad, a voice command system, and a mouse.

[0030] FIG. **2** presents a media system **200** that includes a media client **100**. The media system **200** includes a host location **220**, such as a home or office, in which the media client **100** is installed. The host location **220** also can include a local media server **215** and a presentation device, such as a monitor **210**. The monitor **210** can be coupled to the media client **100** through a media connector **225**, such that video and/or audio information output by the media client **100** can be presented through the monitor **210**. Further, the media client **100** can be coupled to the local media server **215** through a local connection **230**, such as a wired network connection, a wireless network connection, or a direct connection. As such, the media client **100** can receive media content from the local media server **215**. The local media server **215** can be any computing device, including a personal computer, a server, a palm top computer, or a media device capable of storing and/or playing back media content.

[0031] Further, the media client **100** and the local media server **215** can include network connections **235** and **240** respectively, which provide access to a network **245**, such as the Internet. In an implementation, the media client **100** can communicate with a remote media server **250** and/or a media store **255** over the network **245**. For example, a connection can be established between the media client **100** and the remote media server **250**. The connection can be secure or unsecure. Thereafter, the media client **100** can receive media content from the remote media server **250**, such as by streaming or downloading.

[0032] Similarly, the media client **100** can be configured to receive media content from a media store **255**. For example, upon establishing a connection, the media client **100** can request a list of available media content from the media store

255. The list of available media content can include free content, such as trailers and pod casts, and for-purchase content, such as movies, television programs, and music. Additionally, the media client **100** can be configured to communicate with the media store **255** to validate media content, such as by verifying digital rights management information.

[0033] A media processing device, such as the media client **100**, can be configured to select a particular display mode corresponding to the output of video or image data to a display device in response to any one of a plurality of display configuration events, including media processing device initialization (also referred to as "boot"), change of a coupled display device during operation (also referred to as "hot plug"), display error or detection of an unsafe mode, and user command. A display mode can identify display settings, including both a display resolution and a timing. FIG. **3** presents a flowchart for analyzing a display configuration.

[0034] The media client **100** can determine whether a display device is online when the media client **100** is initialized or when a coupled display device is changed during media client operation (**305**). Further, the media client **100** can determine whether the display device has previously been configured (**310**). For example, on boot, the media client **100** can determine whether the display device settings were restored from saved preferences.

[0035] Further, if the display device is configured to transmit identification information, such as Extended Display Identification Data (EDID), the media client **100** also can recognize the display device from the EDID. In an implementation, one or more of the values in the EDID, including the manufacturer name, product type, phosphor or filter type, timings supported by the display, display size, luminance data, and pixel mapping data, can be hashed to generate an identifier associated with the display device. The hashed identifier can be used to verify the identity of the display device during a boot or hot plug event. Additionally, the EDID can be used to determine one or more capabilities of the display device. If the display device has previously been configured, the display configuration analysis can be terminated (**315**).

[0036] If the display device has not previously been configured, the media client **100** can determine whether the existing display configuration corresponds to a safe mode (**320**). One or more of the display modes supported by the media client **100** can be predetermined to be safe. For example, all HDMI display modes can be designated as safe modes. Similarly, one or more display modes also can be predetermined to be unsafe. For example, the media client **100** can be configured to designate all display modes that utilize analog component timings as unsafe. If the existing display configuration does not correspond to a safe mode, a display configuration process, which is described in greater detail with respect to FIG. **4**, can be executed (**325**). Once the display configuration process is complete, the display configuration analysis can be terminated (**315**).

[0037] If it is determined that the display configuration corresponds to a safe mode, the media client **100** can determine whether the display device also is in a display mode supported by the media client **100** (**330**). This can be performed automatically, such as by using the EDID, or manually, such as through user confirmation. If the display device is operating in a safe mode that is supported by the media client **100**, the display configuration analysis can be terminated (**315**). Otherwise, the media client **100** can determine